

# FIGHT FOR LIFE™



**JAGUAR™**  
64•B•I•I

GAME MANUAL  
MANUAL DE JEU  
SPIELANLEITUNG

# JAG-WARE

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



## **JAGUAR™ 64-Bit Interactive Multimedia System Game Manual**

### **Handling this Cartridge**

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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"How did I get here...?  
Oh, my God.....!"



In a dimension parallel to living human existence is the Specter Zone - storehouse of unrest, undead; journey-Interruptis on the road to Heaven or Hell. Overseeing this realm is a morphing abomination called the Gatekeeper; ever watchful for opportunities of amusement. To the lucky and skillful this is also a land of hope, for the Gatekeeper has the power of redemption, the power to grant a second chance at life.

You are one of eight ex-mortals traveling unexpectedly from the nightmare that was your life to the torment of an early afterlife. One of eight fighters chosen for their exceptional skills and strong will to live.

Don't expect to make friends. You must defeat each of your companions. You have the attention of the Gatekeeper; please him in the tournaments and he will bestow useful gifts. You must win every match, including the final and most terrifying. There can be only one victor; there will be only one life granted... it must be yours. Good luck.



# Getting Started



1. Insert your *Fight for Life* cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.
2. Press the **Power** button.
3. Press the **A**, **B**, or **C** button to leave the **Title** screen and go directly to the **Main** menu.



# main menu



## BEGINNER MODE

A great place to figure things out. You'll have the opportunity to fight all of the other characters, and the combo moves will be slightly easier to perform. Instead of completing three different **Joypad** combinations to get the combo, you will be able to do the first set of **Joypad** combinations three times with the same result.

*Note: You cannot fight the Gatekeeper in this mode.*

## PRACTICE MODE

A two-player game where both players have access to all the special moves, except the Signature moves for each character. Once a fight is over, it's over. You won't move on to a different match. This is a great place to practice your skill before trying the real thing in tournament or two-player mode. The combo moves are the same as in Beginner Mode.

## TOURNAMENT MODE

Pick your character wisely. You'll be fighting all of the others in a desperate attempt to win another chance at life. Don't think it's over if you're victorious. The Gatekeeper has a few more surprises in store for you.



## TWO-PLAYER MODE

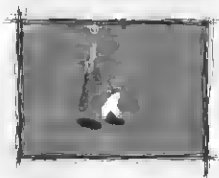
The ultimate two-player game. Choose your favorite character and fight a friend to the finish. If you have a password (see *Passwords* for details), the moves you've stolen from other characters in Beginner or Tournament mode can be used against your friend.

## ROLLING CAMERA

Tracks the characters in such a way that Player One is always on the left side of the screen. The controls for both players will always stay the same.

## STATIC CAMERA

The camera doesn't move. The Joypad controls will change depending on the position of your character. If you are on the left side of the screen, you will have to push right to go forward and left to retreat. If you are on the right, your controls will work in the opposite direction.





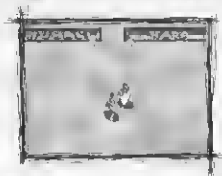
# Selecting a fighter



The fighters are presented in pairs, ready to begin the tournament. You can scroll through the different fighters by pressing left or right on the Joypad. In a one player game, the character on the left of the screen will be the character you are using. The Jaguar-controlled character will have the word Jaguar superimposed on it. To use a password press the **Option** button (see *Passwords* for more information).

## Bioographies

The following pages give useful statistics on each fighter, a few lines about their life, their training and their motivations. Also listed are their special skills in close-combat fighting. Study them well. These are details you need to know! Moves in **bold** are Signature moves and cannot be stolen.



## KIMURA, JAPANESE NINJA FIGHTER

**VERY FAST, AGILE AND STRONG - EXCEPTIONAL WITH AERIAL MOVES**

**Born 11/04/70     Died 1/22/95**

The first son of a noble Japanese family, Kimura was highly educated and talented. Trained by his father in the art of Ninjutsu from the age of 4, he remained unbeaten until the time of his death.

Kimura's body was found floating in a restaurant fish tank. How did he get there? Was it a gang murder? He made a lot of enemies in his time, but for this he must have really ticked somebody off. Perhaps it was a case of mistaken identity....?

### **SPECIAL MOVES**

- Jump Kick (Combo)
- Push (Combo)
- Flip Kick (Combo)
- Typhoon Kick
- Head Slam

## IAN, SOLDIER

**VERY STRONG; SLOW, BUT POWERFUL**

**Born 12/18/63     Missing In Action (no body found) 1/22/95**

Son of a streetwalker and a drifter, Ian was educated on the street and in the various penitentiaries he "visited." The army was his only real home; the platoon, his family. A hell of a family to have when you always have to watch your back and fight for what's yours - and he was always fighting.

Ian is still listed as Missing In Action after getting separated from his unit during active duty - tracking guerrillas through jungle terrain. After five days of looking for him, the search party abandoned the mission. They did, however, find evidence of torture and a massacre in a clearing littered with body parts; none were identifiable.

## **SPECIAL MOVES**

Chop Kick  
Elbow Hook  
Hammer Punch (Combo)  
Heel Bash  
Bear Hug

## **KARA, AMERICAN MOM**

**FAST, FLEXIBLE AND STRONG**

Born 6/30/63    Died 1/22/95

Kara was your average mom, housewife, cookie baker, and fitness junkie (in fact, she married her fitness instructor) until the day something slipped into her mind. It told her she was destined for something more, something that she had been specially chosen for. It was not that she started vomiting green gunk or anything, she just flipped into Total-World-Domination mode.

Her family got her treated in a psychiatric hospital, but for two years her obsession grew. She worked harder, preparing for "the big fights." She spoke of a shape-changing being who called to her. One day she could stand it no longer, she tried to get back to her family... from the top-floor window of an eight-story high rise.

## **SPECIAL MOVES**

Face Slap Kick (Combo)  
Spin Elbow  
Thigh Smash  
Double Leg Kick  
Head Scissor



## **POG, DOCK WORKER**

**STRONG, FAST**

Born (exact date unknown)/68      Died 1/22/95

Found abandoned outside a convenience store as an infant, Pog spent his early life with foster families playing "Pass the Parcel." Sadly, he was the parcel. The game ended for good when he turned 17, and he was alone again.

Pog got a job on the docks, made friends, got a life, got strong and fit, and picked up one hell of a reputation with his fists. That is, until the docks closed down five years ago. He disappeared after that - straight down the neck of a bottle.

Pog was not a quitter (although he did quit the booze). He pulled himself together and managed to find odd jobs at the local orphanage. He also gave lessons in self preservation, which was kind of ironic. He was gunned down on the sidewalk near the same convenience store where he'd been found 27 years earlier, just as folks started saying, "Hey, Pog! Welcome back to the land of the living!"

### **SPECIAL MOVES**

Headbutt (Combo)

Strangle Hold

Knock-Out Punch

Slide

Face Smasher

## **MR. G., PROFESSIONAL BOXER**

**STRONG PUNCHES**

Born 10/12/64      Died 1/22/95

Mr. G. always knew he was going to be a boxer. Fighting was his life. Even as a kid his right cross was awesome. His folks wanted him to be a mechanic, like his father and brothers, but he never changed his mind.

It was tough growing up as the only black guy in his neighborhood who wanted to put on silk shorts and prance around for a living! He made sure that those who mocked him dropped where they stood. When he

started as a professional it felt better than good. He proved he could win, and win big.

Mr. G. had one problem - his manager. He was stitched into a contract so tight he could hardly breathe, let alone make a buck! Mr. G. wanted to show the fat leech who was really in charge, so he threw a Las Vegas title fight and lost - for the first time ever. His manager went ape! Later that night, in a bar, some heavies picked a fight with Mr. G. Nobody could see what it was about, but Mr. G. seemed surprised - especially when he wound up dead. Did the Leech get the last laugh?

### **SPECIAL MOVES**

Right Hook (Combo)  
Forearm Smash  
Grab Punch  
Backfist (Combo)  
Rabbit Punch

## **MUHALL, ARABIAN FIGHTER**

**FIGHTS DIRTY, WITH ELBOWS AND BELLY KICKS**

Born 2/14/60    Died 1/22/95

Muhall was born a Bedouin. He grew up following the water holes across the desert with his tribe as they grazed their herds. As an adult he became a renowned fighter, very popular with his tribe, and very popular with the women. All women to be exact - single or married.

Muhall's six wives generally sought out their rivals following his infidelities and made sure that they would not attract their husband again. They were extremely jealous of each other, too. One cooked up a dish to keep him all to herself. It was poisoned, and he died writhing in agony in her arms. She took the poison too, planning to live in the Eternal Afterlife with him, but he went on alone to the Specter Zone - someone had other plans for him.

### **SPECIAL MOVES**

Knee Kick (Combo)  
High Spin Kick  
Forearm Spin (Combo)  
Lineman Charge  
Spin Toss



## JENNY, WORLDWIDE GIRL

**QUICK AND AGILE**

Born 10/31/67     Died 1/22/95

Jenny had been everywhere, from Argentina and Bolivia, to Yemen and Zimbabwe, and back again. She tramped across all the continental masses of the world in an attempt to put miles between her and "Hicksville" Arizona.

Jenny kept her identity secret by traveling as a boy, wandering from country to country perfecting her martial arts skills. Tai Chi in Beijing, Kick Boxing in Thailand, Tae Kwon Do in Korea, Jenny could take care of herself. No Romeo with an overdose of testosterone was going to pull a stunt on her again. The last guy that tried had to be scraped off the sidewalk by paramedics.

Jenny was a master of martial arts and fighting, but none of the fancy moves she knew could help her against the ground-to-air missile that took out her light aircraft and sent her straight to the Gatekeeper.

### **SPECIAL MOVES**

Leg Sweep

Shove

Ear Box

Side Kick (Combo)

Back Roll

## LUN, CHINESE KUNG FU MASTER

**ACROBATIC, FAST**

Born 3/17/68     Died 1/22/95

Sold into factory labor as a child, Lun learned to take care of himself at an early age. It was a case of fight or starve. He chose to fight, and lived to get noticed.

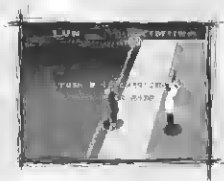
He was recruited by masters who trained him to use his natural fighting skills, as well as Kung Fu. Their creed was harsh - no remorse and no mercy. Fifteen years and a whole heap of trouble later, he was too hot to

handle and needed a change of address. He was given a one-way ticket to Miami and a package to deliver once he arrived. Not a smart move!

The package was sent to settle the little matter of a debt to some rivals across the pond. Lun was just the delivery boy. He was given a warm welcome from a couple of automatics in a sleazy back room rendezvous - just before the package took out half the block. Before he died, he swore revenge. His ghost would reach out from Heaven or Hell to avenge his murder. He offered his soul in return for help...

### **SPECIAL MOVES**

Mawashigeri (Combo)  
Shoulder Throw  
Shove Kick  
Flying Kick  
Lift Slam



# PLAYING THE GAME

After you select your fighter, you have 2 out of 3 rounds to beat the crap out of your opponent. Watch the top of the screen to check out your life expectancy. Stay on the platform or you will be disqualified.

Once you have finished your victory dance, claim two of the loser's skills (Press left or right on the **Joypad** to scroll through the moves, and press the **B** button to make your selection.) and begin customizing your own personal "Lethal Weapon." From there, you're on to your next victim.

Your fighter must win every match (gaining 14 extra special moves). Use your fighter's password to access your accumulated skills. If you survive, don't put your feet up yet. The fun is just beginning! You've got to get there to see it, and if you live through it, you'll deserve a second visit to dear old mother Earth.

## BASIC CONTROLS

### GENERAL MOVES

- |                 |       |  |
|-----------------|-------|--|
| <b>A</b> button | ..... | Avoid motion (Your character will try to avoid an incoming attack)     |
| <b>B</b> button | ..... | Basic kick   |
| <b>C</b> button | ..... | Basic left punch (Pushing <b>C</b> twice gives you a left/right combo) |
| <b>4</b>        | ..... | Sidestep   |
| <b>6</b>        | ..... | Sidestep   |

You can also kick and punch while you jump or crouch. Simply press up or down on the **Joypad** then press the **B** (kick) or **C** (punch) button.



Holding the **A** button down while walking forward or backwards will cause you to lunge in that direction. You can roll to the side by holding down the **A** button and double tapping up or down on the Joypad.

**Pause button** ..... Pauses the game (Adjust music or sound effects volume by pressing the **A** or **B** button and pressing left or right on the Joypad. If you press the **B** button, you can cycle through all the music tracks.)

**Option button** ..... Brings up character's health meter

**\* and \*** ..... Reset game

### PROCONTROLLER

**X button** ..... Left sidekick

**Y button** ..... High kick

**Z button** ..... Small uppercut (Double it for a left/right combo)

**Fingertip buttons** ..... Sidestep

## CHECK OUT THOSE MOVES!

You can push the **PAUSE** button and enter the **Replay** mode at any time during the game. In this mode you can rewind or cue the action (similar to a **VCR**) by pressing the Joypad left or right. You can also control the placement of the camera when you watch your replay: The controls are as follows:

**Keys 4/6** ..... Zoom In/Zoom out

**Keys 2/5** ..... Rotation Up/Down

**Keys 1/3** ..... Rotation around the fighters



# unique moves

## IAN

- Chop Kick ..... ↑↓B  
Elbow Hook ..... ↓←C  
Hammer Punch (Combo) .. ↑→C (↑↓B, ↓→B)  
Heel Bash ..... ←↓←B  
Bear Hug ..... ←↓→A

## JENNY

- Leg Sweep ..... ↓→B  
Shove ..... →→→C  
Ear Box ..... ←→C  
Side Kick (Combo) ..... →→B (←→B, →←B)  
Back Roll ..... ↓←↑B

## KARA

- Face Slap Kick (Combo) ... →↑B (←↑B, →↑B)  
Spin Elbow ..... →←C  
Thigh Smash ..... ↑←↓B  
Double Leg Kick ..... ↑↓B  
Head Scissor ..... →→→A

## KIMURA

- Jump Kick (Combo) ..... ←↑B (↑↓B, ↓↑B)  
Push (Combo) ..... →C→ (←→C, ↓↑B)  
Flip Kick (Combo) ..... ←←B (↓←→B, ↑→↓B)  
Typhoon Kick ..... ←↓B  
Head Slam ..... ↓↓A

## LUN

- Mawashigeri (Combo) ... **→←B (→←B, →↓←A)**  
Shoulder Throw ..... **←↑←A**  
Shove Kick ..... **↓↓B**  
Flying Kick ..... **→→↑B**  
Lift Slam ..... **→↑↓A**

## MR. G.

- Right Hook (Combo) ..... **↓↑C (←→C, →↑C)**  
Forearm Smash ..... **←→A**  
Grab Punch ..... **→↓C**  
Backfist (Combo) ..... **←→B (→←B, ↑↓B)**  
Rabbit Punch ..... **↑↑C**

## MUHALI

- Knee Kick (Combo) ..... **→→←B (←→B, →←C)**  
High Spin Kick ..... **↓←B**  
Forearm Spin (Combo) ... **↑←C (←→C, ←↓↑C)**  
Lineman Charge ..... **→↓→A**  
Spin Toss ..... **←↓A**

## POG

- Headbutt (Combo) ..... **→→C (↓↑C, ←→C)**  
Strangle Hold ..... **←↑A**  
Knock-Out Punch ..... **↓→C**  
Slide ..... **→↓←A**  
Face Smasher ..... **→↓B**

Moves in **bold** are Signature moves and cannot be stolen.



# PASSWORDS



You will be awarded a password every time you defeat an opponent. After you steal the moves you want from the loser, you will be given a password. Write it down, then press the **A**, **B** or **C** button to continue with your game. If you have to stop playing, the password will remember all the special moves you have collected up to your stopping point. The next time you play you will have to refight the characters you have already beaten, but you will still have all of your stolen moves.

To enter a password, go to the **Character Select** screen and press the **Option** button. Press up or down on the **Joypad** to change the letters and left or right on the **Joypad** to move to the next letter. Press the **B** button to activate the password. If you do not have a password yet, you can enter the word **JAGUARTIME** to see a demo of two computer opponents fighting.

The passwords that you are awarded in **Beginner** or **Tournament** mode can be used to surprise a friend when you play a two-player game. Simply enter your password when you choose your character.

# memory save

High scores and your last password are retained in the cartridge even if you have turned off your Jaguar 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press \*, \* and Option while on the *Fight for Life Title* screen.

# credits

## EXECUTIVE PRODUCER

Bill Rehbock

## PRODUCER/LEAD CODER

Francois Yves Bertrand

## ART DIRECTOR

Richard Ho

## TEXTURE MAPPING

Silvio Porretta

## VOICES BY:

Erik "the Devil" Swenson

Steff

Sandy LaBrec

Morgan Weiss

Jennifer Vernon

Blair Bullock

Joe Cain

Stan Weaver

## LEAD TESTER

Morgan Weiss

## TESTERS

Jason Cordero

Jennifer Vernon

Blair Bullock

## CREATIVE SERVICES

Greg LaBrec

Diana Bredfeldt

Sally Mathleson

Beeline Group



# warranty

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